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The warhead of the Orc clan is his most powerful and cunning friend. A war commander's reign lasts only as long as he commands the fear and respect of other tribe members, whose blood expectancy must be regularly satisfied lest the chief appear weak. Wicker of slaughter. Divorced gives special greetings to war commanders who prove themselves in battle time after time, intoned with shrapnel of his cruelty. A war commander so blessedly discovers that his weapons cut deeper into his enemies, allowing him to inflict more carnage. \*\* King Obold much darts King Obould of the Many Arrows clan is a legend among the heads of the ore war of the forgotten kingdoms, and is the most famous ore chief in the history of the D&amp;D game. Smarter and more intuitive than most of his own, Obuld killed his tribal leaders to take over his tribe. Bold, skilled in the arts of war and known for his violent temperament, proved to be a fierce adversary in battle time after time. Over the years, he switched other ore tribes to his tribes until he ordered masses of thousands. Obuld used his power and influence to carve out a kingdom in the spine of the world, a mountain range overlooking many strongholds, human and while. After years of bloody conflict with his more civilized neighbors, Obodd did the unthinkable and brokered a peace treaty with his enemies. This agreement confused many of what orcs under Bold' command. It was either a clever play by Obold to buy time while he strengthened his army for a final, crucial sweep across the wild border, or it was a disturbing sign that Abould was abandoning Gromash's ways and had to be destroyed. This monster is a member of a group of orcs. Android Medium (Orc), Chaotic Evil Armor Class 16 (Mail Chain) hit points 93 (11d8 + 44) speed 30 feet. STR 18 (+4) DEX 12 (+1) CON 18 (+4) INT 11 (+0) WIS 11 (+0) CHA 16 (+3) Save Throws Str +6, Con +6, Wis +2 Intimidation Skills +5 Senses Darkvision 60 ft,Passive Perception 10 Common Languages, Orc Challenge 4 (1,100 XP) Aggressive. As a bonus action, orc can move up to its speed towards a hostile creature it can see. Gromash's rage. The Orc faces additional damage of 4 (1d8) when it hits a weapons attack (included in the attacks). Multi-valid operations: The Orc makes two attacks with his Big Hex or his spear. G.G.I.G. Scuffle Weapon Attack: +6 hitting, reaching 5 feet, one goal. Blow: 15 (1d12 + 4 plus 1d8) cutting damage. Spear. Scuffle or weapons attack range: +6 to hit, reaching 5 feet. Hit: 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to carry out a scuffle attack. Battle of Cry (1/day). Any creature of the war commander's choice that is within 30 feet of him can hear it, and is no longer affected by a crying battle to gain an advantage over attack cylinders by the start of the war commander's next turn. A warhead can then make one attack as a bonus action. From Dungeons d&mp: Dragons Vicky Android Medium (orc), Chaotic Bad Armor Class 16 (Mail Chain) hit points 93 (11d8+44) speed 30 feet. STRDEXCONINTWISCHA18 (+4)12 (+1)18 (+4)11 (0)11 (0)16 (+3) Str Injection Savings +6, Con +6, Wis +2 Scare Skills +5 Senses Darkvision 60 Feet. Common languages, Challenge Orc 4 (XP 1,100) Just click on an feature or attack to copy a Roll20 macro to your aggressive clipboard. As a bonus action, orc can move up to its speed towards a hostile creature it can see. Gromash's rage. The Orc faces additional damage of 4 (1d8) when it hits a weapons attack (included in the attacks). actions

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